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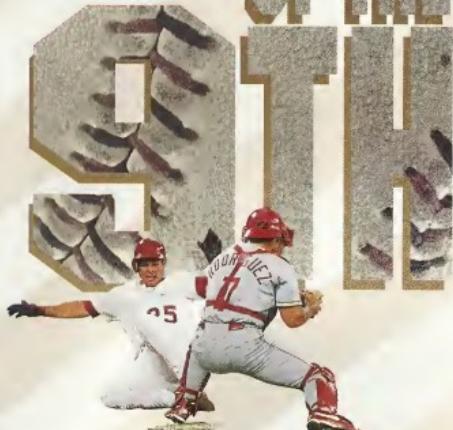


MAJOR LEAGUE BASEBALL
PLAYERS



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- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

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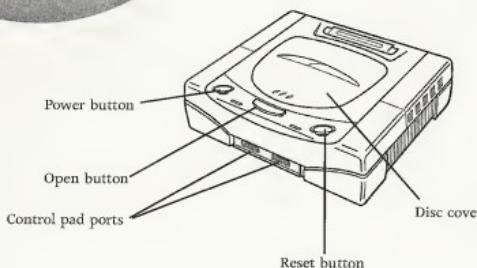
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WARNING

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Set up your Sega Saturn system according to the instructions in its Instruction Manual. Make sure the Sega Saturn system power is off before inserting or removing a compact disc. Insert the **BOTTOM OF THE 9TH™** disc and close the CD door. Insert game control pads and turn on the Sega Saturn system. Follow the on-screen instructions to start a game.

Thank you very much for purchasing Konami's **BOTTOM OF THE 9TH™**. Before playing, please read this manual carefully to ensure correct use.



Loading a disc

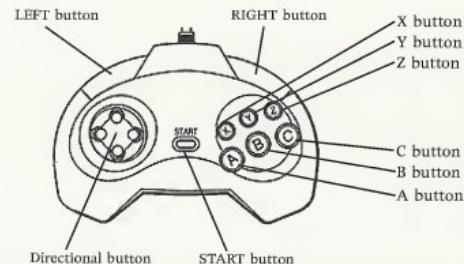


USING CONTROL PAD IN THE SELECT MODES

Directional button: Moves the cursor.

A, C buttons: Set your choice and proceed; change the selected item to another.

B button: To cancel a selection and return to the previous screen. (Once you have started playing the actual ball game, you can't return to the previous selection screens.)



For gameplay control pad information, see pages 13-19

SATURN BACKUP MEMORY

- You can save only one set of data (Season & Trade) if you have 339 blocks of memory open.

Memory Backup Cartridge (Sold Separately)

- You can save up to five sets of data (Season & Trade) if you have 339 blocks of memory open (for each set of data) on a cartridge.

RULES

The rules in this baseball game are basically the same as the rules in the big leagues, but there are some differences, plus we've given you the option to change a few rules.

Slaughter rule: (Default is OFF) At the end of any inning, if one team is leading the other team by a certain number of runs the game is called. You can set the number of runs for the slaughter rule from 1 to 10.

Designated Hitter: A hitter who is designated to bat for the starting pitcher and all subsequent pitchers. There is a DH instituted in the APOLLO League, but not in the NEPTUNE League. If teams from two different leagues play each other (such as in the World Championship), the DH rule is active when the team from the APOLLO League is the home team. If the NEPTUNE League team is the home team, then the APOLLO League team has to play without a DH (which means the pitcher must bat for himself.) If you play in Season Mode, the DH rule is automatically set depending on which league you select. You can choose to have the DH ON or OFF in Exhibition Mode, no matter which team you select.

BOTTOM OF THE 9TH

GAME MODES (CLUB HOUSE)

1P VS COM: An exhibition game which you play against the computer.

1P VS 2P: An exhibition game which two people can play. (two control pads are needed)

SPECTATOR: An exhibition game which you can watch two computer-controlled teams play.

TRAINING CAMP: Use this mode to polish your skills. This training camp includes batting, pitching, running, fielding, and an offensive and defensive scrimmage.

SEASON MODE: Play a season using 0-14 teams (in either the Apollo or Neptune league).

STATISTICS: View the stats of the league which you are playing in **SEASON MODE**. Note: You must have previously saved a game(s) in order to use this option.

GENERAL MANAGER: Take the GM's role in this mode. You can trade the players and try to assemble the team of the decade!

OPTION: You can change various settings, such as: sound; control pad type; and hitting and fielding options.



BOTTOM OF THE 9TH

1P VS COM; 1P VS 2P; & SPECTATOR

Select team

Pick a team. If you want to customize a team with all of your favorite players, go to GENERAL MANAGER. There you can trade players or load a customized team from your memory backup.

Select HOME/AWAY and DH ON/OFF

Select which team is home or away. The away team bats first.

Select stadium

Choose a stadium at which to play.

The conditions at each stadium—such as the field dimensions, wind, and playing surface—are all different.

Configuration

Select the settings that you prefer: number of innings; wind on or off; errors on or off; and slaughter rule on or off. The difficulty levels are: minor (easiest), rookie (normal), veteran (difficult), all-star (most difficult).

Set the Starting lineup

The away team can adjust his/her starting lineup first. Use the direction buttons to move the cursor and select items. Press the A button to proceed, press the B button to cancel or go back to the previous screen.

To change the order:

- Move the cursor to the name of the player you want to replace, press the A button to highlight that player (or the B button to cancel).
- Move the cursor to the name of the new player and press the A button again to swap them.

Player status

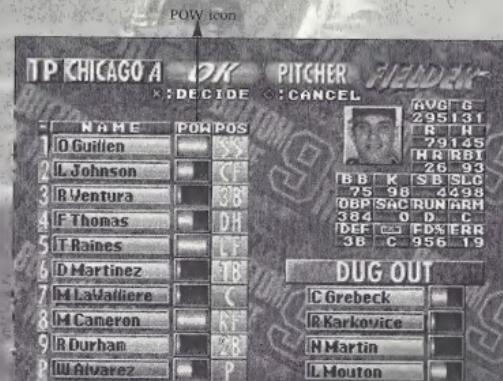
The POW icon indicates the physical status of a player. The more green, the greater his vitality. If it's half green and half blue, that means he's in ordinary condition. If the POW icon is solid green, he's in the best condition. If the green bar is almost empty, that means he's in a slump.

The color behind a player's name indicates the position(s) he can play. Red = pitcher; pink = relief pitcher; blue = catcher; yellow = infielder; green = outfielder; and half yellow/half green = utility fielder.

About fielders:

The item RUN means how fast the player can run, and ARM means how far the player can throw a ball. The rating A is best and E is poor.

The icon with the mark [X] indicates that players batting cursor. (See: USING THE CONTROL PAD page 14) The rating A is largest (best) and E is smallest (poor).



About pitchers

The item SPEED means the maximum speed of a pitch that the pitcher can throw.

The illustration of the 5-directional gauge shows what kind of pitches that pitcher can throw, and the fullness of the arrows indicates how much the pitch will break.



Play ball!

If you are satisfied with the order, move the cursor to OK and press the A button to proceed to the next screen. You can use the (COM)'s lineup in 1P exhibition games if you like. Otherwise, Player 2 can set his/her starting lineup. When both lineups are finished, move the cursor on the item PLAY BALL and press the A button to start the game.

TRAINING CAMP

There are six types of training: batting, pitching, running, fielding; total offense; and total defense. Total training is the same as a real game, except you don't change sides after 3 outs.

Use the control pad to select the team and the player you want to use. In batting training, you can choose the kind of pitching you practice against: fastball only; change-up only; curve only; slider only; forkball only; sinker only; screwball only; knuckleball only; random; standard (which is 4 balls of each kind of pitch, one after another) and 2P controlled. If you select 2P CTRL the control pad in Port 2 must be used to throw the pitch.

When you want to quit training, press the START button to return to the training select screen.

SEASON MODE

You can play a season using 0-14 teams. There are no rainouts, so all games are played following the schedule. You can trade players before the beginning of the season to match the moves made by the big leagues, or create your own "dream team." You can only trade fielders with fielders, and pitchers with pitchers.

If you play a season using 2 or more teams, then when two of your teams face each other, you will have to play as a two-player game.

NOTE: Once you have started a season, you can't make any more trades.

Select one of these to start:

Start new: Start from the beginning.

Remember: You cannot backup (save) the data if you don't have enough memory. (See memory card, page 3) Otherwise when you turn off the power switch or reset the system, all the data will be erased.

• Select the settings that you prefer and proceed. Once you have started the game, you cannot change these settings in the middle of the season.

Continue: If you have previously saved a season to a memory cartridge, plug it into the cartridge slot and press the A button to proceed to the next screen.

Delete: If you have saved SEASON MODE data which you want to delete, press the A button to proceed to the next screen.

Once you delete the data you cannot restore it, so consider carefully before executing this command!

Options

You can change the control pad settings, running, fielding, batting, cursor, pitching and manager.

Running (Auto/Semi auto/Manual): If AUTO is selected, everything is done automatically.

If SEMI AUTO is selected, the runners start running when the batter hits the ball. (If the batter pops up, the runner(s) will return automatically.) You must control the lead runner.

Fielding (Auto/Semi auto/Manual): If AUTO is selected, everything is done automatically. If SEMI AUTO is selected, the fielder chases and catches the ball automatically. You must throw to the bases.

Batting (Auto/Manual): If Auto is selected, batters swing automatically.

Cursor (Lock On/Manual): If AUTO is selected the batting cursor will lock onto the ball automatically. You must swing the bat manually.

Pitching (Auto/Manual): If AUTO is selected, pitchers throw automatically.

Manager (Auto/Manual): If AUTO is selected, substitutions are done automatically.

Sound: STEREO/MONO

Voice: PLAY-BY-PLAY/UMPIRE/BOTH (Play by play and Umpire)

Volume: You can change the volume of the sound effects and BGM (background music).

Control pad Type A/Type B: Type A is recommended for this game.

Statistics

The statistics in the EXHIBITION MODES (1P, 2P VS, Spectator) are the real stats of the Major League players, but in SEASON MODE, the stats are the ones you have accumulated. Use the direction pad and buttons to check the statistics.

GENERAL MANAGER

You are the general manager in this mode. You can control the blockbuster trades!

Remember: You cannot backup (save) the data without enough memory. (See MEMORY BACKUP, page 3).

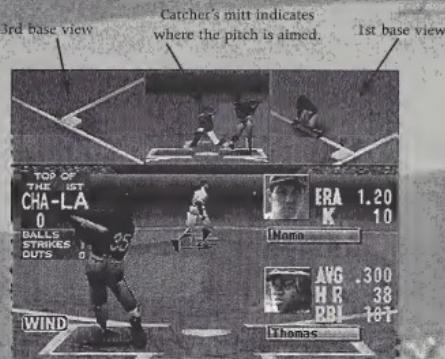
Trade (using default roster): Trade players using the default roster.

Trade (using current roster): Trade players using the current roster.

Delete data: If you want to delete data from memory, enter this mode. Once you delete the data you cannot restore it.

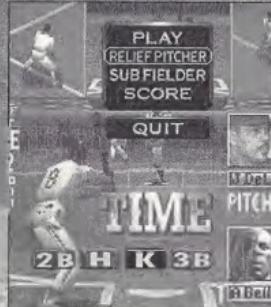
Load data: If you have saved trade data which you want to use, enter this mode.

GAME SCREENS



When time is called during a game, these icons appear. They represent the batter's previous batting record:

- K: strike out
- H: single
- 2B: double
- 3B: triple
- HR: home run
- SAC: sacrifice bunt, fly (out)
- E: on base by an error
- GO: ground out
- PO: pop out
- BB: base on balls
- HPB: hit by pitch



USING THE CONTROL PAD

There are two button setting types from which to choose. Select a type which is suitable to your style of play.

GENERAL CONTROL PAD OPERATION

Batting

The batting cursor—which you move with the direction buttons—shows the area in which you can hit the ball. The size of the cursor is determined by a batter's "contact ability." This is determined by assigned ratings based on real-life performance.

After the pitcher throws the ball, a plus-sign (+) comes up to indicate the location of the ball. In order to hit the ball at the sweet spot, you need to line up the cursor's "X" and the ball's "+" and press the "swing" button at the precise moment. If you hit the ball off the sweet spot, you will achieve a more solid hit.

For example, if you hit the ball with the "+" above the cursor, the ball is popped up. If you hit the ball with the "+" below the cursor, then you'll hit a ground ball, and so on.

The timing of the hit also affects where the ball will travel.

There are 2 types of swings to choose from: *contact swing* (default) and *power swing*. You can change these types by pressing the Right (R) button. If you use a power swing, the size of the batting cursor is reduced and it's a little harder to hit the ball, but, when you do, the ball will travel faster and further.

If the batter is a switch hitter you can choose to bat left- or right-handed, regardless of the pitcher's throwing arm. You can switch when you call time.

Pitching

First, press the Directional button to choose the type of pitch you want to throw. If you select a pitch that the pitcher can't throw, he will shake you off. If you don't press any direction, the pitcher will throw a change-up.

After you select a pitch, press the A button to start pitching. While the pitcher is in his pitching motion, use the Directional buttons to move the catcher's mitt to where you want to throw. After the pitcher releases the ball, you can't change the location. The break of the pitch is determined by the type of pitch selected.

Fielding

The fielder you control is the one with the V mark above him. The other fielders move independently. The outfielder who is out of sight (off screen) is marked at the edge of the screen with the letter R (right fielder), C (center fielder) or L (left fielder).

Fatigue factors

If your pitcher is getting tired after a lot of pitching, his chances of throwing a wild pitch increase. If the pitcher appears to be breathing heavily on the mound, he's probably ready to come out of the game. Also, if a pitcher gives up a lot of hits or home runs, he will get flustered. You can tell by looking at the health barometer—the green bar beside his name plate. If it is blinking, then your man is getting "rocked." There is a good chance of him throwing a wild pitch or committing an error. In order to get out of this temporary panic, you need to get an "out" immediately, or else you might as well change the pitcher.

Defense

While pitching, you can adjust your defense by pressing the Right [R] button. Choose from four options:

- * DEF IN to bring the defense in toward the batter
- * DEF OUT to prepare for the big sluggers
- * CORNERS IN if you anticipate a bunt
- * standard position

VARIETY OF PITCHES

Fastball: A fastball without any breaking. Use this pitch to set up breaking balls.

Slider: This pitch seems straight, but breaks sharply and horizontally toward the opposite direction of the pitcher's pitching arm.

Curve: This pitch breaks diagonally toward the opposite direction of the pitcher's pitching arm. If the pitcher throws it low in the strike zone, it's more effective. If a pitcher mixes this with a fastball, it can throw off a batter's timing.

Sinker: This pitch breaks diagonally toward the direction of the pitcher's pitching arm. If the pitcher throws it low in the strike zone, it's more effective.

Screwball: A **Sinker** that is thrown by a left-handed pitcher is called a screwball. It's a good pitch if you are trying to get a ground ball.

Fork: The pitch seems straight, but breaks downward sharply. If the pitcher throws it low in the strike zone, it's more effective.

Knuckle: This pitch breaks toward an unexpected direction—usually downward. If the pitcher throws it low in the strike zone, it's more effective.

Change-up: A slow ball without any break. If a batter expects a change-up, it's risky and very easy to hit; but if the pitcher mixes this with a fastball, it can throw off a batter's timing.

Note: The more a ball breaks downward, the higher the chances of throwing a wild pitch.

SAMPLE FOR RIGHT-HANDED PITCHER



Selecting a pitch is the same for TYPE A and TYPE B control pads.

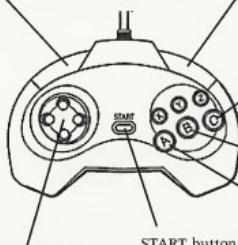
This direction isn't available for RH pitchers. For LH pitchers, the Slider is here and the opposite side is unavailable.

Slider
Change-up
Curve
Fork/
Knuckle
Sinker/
Screw

If you select a pitch that your pitcher can't throw, he will "shake you off".

TYPE A batting controls

Left (L) button: Move the batting cursor back to default position



Right (R) button: Change the swing type (**CONTACT OF POWER**)

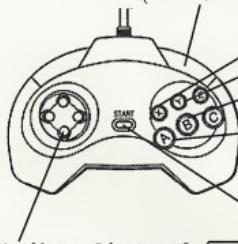
C button: Hit and run
(Runners start running when the pitcher starts pitching)

B button: BUNT
A button: SWING

Directional button:
Move the batting cursor

TYPE A pitching controls

Right (R) button: Change the defensive formation
(NORMAL, DEF. IN; DEF. OUT; CORNERS IN)



X button: Throw to 3rd
Y button: Throw to 2nd
B button: Throw to 1st

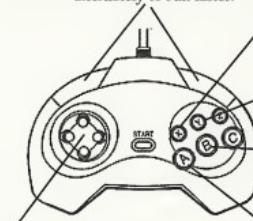
A button: PITCH
START button: Call Time
(Make a substitution)

Directional button: Select type of pitch (same as TYPE A); after the pitch, press to move the catcher's mitt to aim the pitch

Fastball		
Slider	Change up	
Curve	Fork Knuckle	Slider Screw

TYPE A running controls

Press L & R buttons alternately to run faster.



X button: ONE runner advances to selected base (use with Directional button)

Y button: ALL runners advance one base

B button: ALL runners return to previous base

Directional button: Select the base
2nd
1st

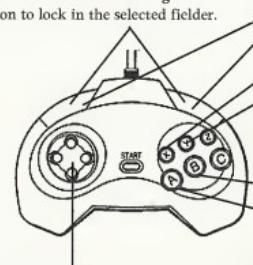
3rd
Home
1st

To make all runners STOP: Press X+A or Y+B

TYPE A fielding controls

When a few fielders are chasing a ball, hold down the left or right button to lock in the selected fielder.

Left/Right buttons:
Throw to cut-off man



X button: Throw to 3rd
Y button: Throw to 2nd

B button: Throw to 1st
A button: Throw to Home

Directional buttons:
Move the fielder with the ▽ mark above him

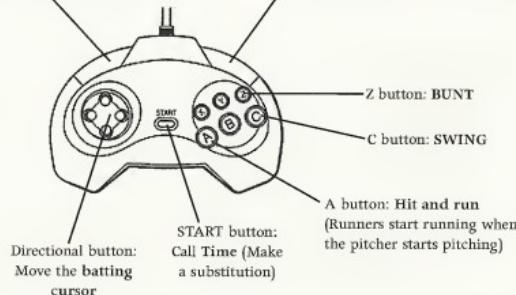
Vertical leap: Press A, B, X or Y

Diving catch: Press the Directional buttons + A, B, X or Y

TYPE B batting controls

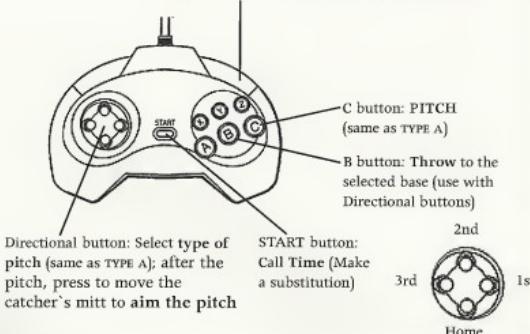
Left (L) button: Move the batting cursor back to default position

Right (R) button: Change the swing type (*CONTACT OR POWER*)



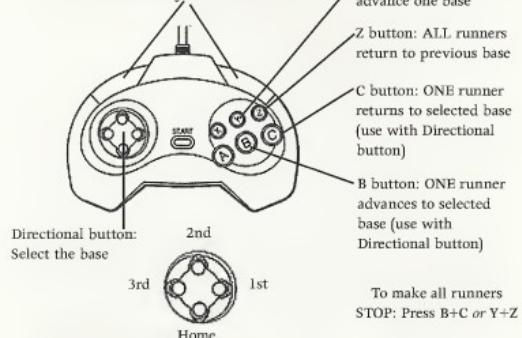
TYPE B pitching controls

Right (R) button: Change the defensive formation
(NORMAL, DEF. IN; DEF. OUT; CORNERS IN)



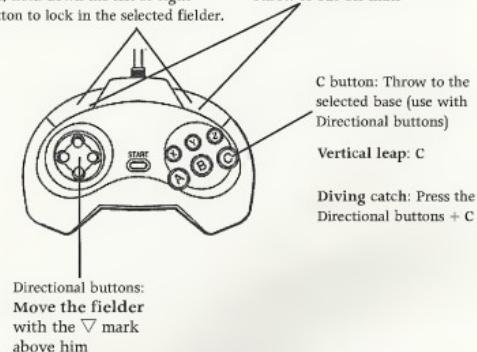
TYPE B running controls

Press L & R buttons alternately to run faster.



TYPE B fielding controls

When a few fielders are chasing a ball, hold down the left or right button to lock in the selected fielder.



TIPS & TECHNIQUES

- When you're at bat, try using the power swing (press the **RIGHT** button) until you have two strikes.
- When you're pitching and you have runners on base(s), throw a lot of fastballs to try to prevent stolen bases.
- When you pitch a forkball—or any downward breaking pitch—it may turn out to be a wild pitch. If you're pitching and you've got a runner at 3rd, think carefully before throwing these pitches!
- When you are pitching, if you press the pitching button (**A**) many times while the pitcher is in his pitching motion, the pitcher will "reach back" for a little more. This means he will try to put a little extra on the pitch to get an important out. However, this will deplete a pitcher's stamina rapidly.
- The more the pitcher throws curve balls (slider, fork, and so on) or faster pitches (by pressing the pitching button while he's in motion) the more he depletes his stamina. If the pitcher is totally out of stamina—which you can tell by a pitcher who appears to be breathing heavily—his pitches become slower, weaker, and unstable.
- A pitcher gets frustrated when he gives up a home run; when his opponent scores and ties or takes the lead; when an error occurs by one of his own teammates; etc. When your pitcher is getting "rocked" like this, his status bar flashes. As a result, his maximum pitching speed drops down and he is at greater risk of throwing a wild pitch. The amount of stamina that he uses doubles. In order to get out of this situation, the defense needs to get an out or end the inning. A double play is very effective for giving your pitcher more confidence. On the other hand, if the pitcher has pitched a lot already, you might think about a substitution. Each pitcher reacts differently to pressure. Some pitchers can take a lot more pounding before the status bar flashes. Practice your pitching in the Training Mode, and it will take you a long way during the season.
- Some fielders can play at many positions, but if they aren't playing their regular position then their fielding ability decreases.
- Diving catches and vertical leaps are effective ways to catch a ball, but they do increase the risk of bobbling a ball.
- The chance of a runner stealing a base increases up when the pitcher throws a change-up or a slow curve.

CALLING TIME

When you are at the batting screen during an EXHIBITION or SEASON mode game—and if the pitcher is not in his pitching motion—you can call time by pressing the **START** button. A new window comes up, and you can substitute the present batter, pitcher, fielder and runner with a pinch-hitter, a relief pitcher and so on. If you change your mind and want to keep going on with the present player(s), select **PLAY** to resume the previous play. If a batter is a switch hitter, you can switch sides. You can also check out the present box score and lineups. Select **QUIT** to return to the club house.



RESTART

Hold down the **A**, **B**, **C**, and **START** buttons to reset the game. You will be returned to the Konami logo screen.

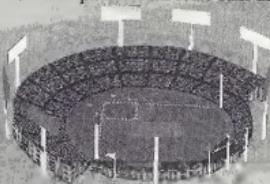
STADIUM DATA

There are 8 stadiums. Conditions at each stadium are different: the length of the power alley; the capacity, direction and strength of the wind; and the turf (a ball bounces higher and faster on artificial turf).

DEERFIELD YARD (SMALL)

Deerfield Yard is a colosseum-shaped small stadium. A chilly wind from the nearby lake blows hard, which pushes back some balls hit toward right field.

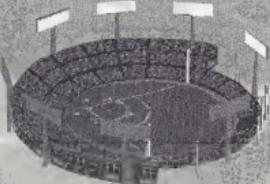
- Seating capacity: 38,520
- Right: 343 ft.
- Center: 398 ft.
- Left: 345 ft.
- Power alley (right): 369 ft.
- Power alley (left): 369 ft.
- Surface: Grass



GREENWAY PARK (SMALL)

Located near the ocean, *Greenway Park* is the smallest round-shaped stadium. It is known for it's nostalgic, old-time feeling. It is also the most windy stadium. The wind blows very hard from right field.

- Seating capacity: 34,976
- Right: 304 ft.
- Center: 391 ft.
- Left: 310 ft.
- Power alley (right): 363 ft.
- Power alley (left): 365 ft.
- Surface: Artificial turf



WATERFRONT STADIUM (MEDIUM)

Waterfront is a contemporary stadium located along a major river in the midwest. This is truly a hitter's ballpark, with winds that blow toward the river delta, carrying many a ball out of the park.

- Seating capacity: 52,063
- Right: 333 ft.
- Center: 404 ft.
- Left: 334 ft.
- Power alley (right): 378 ft.
- Power alley (left): 379 ft.
- Surface: Artificial turf



PANTHER FIELD (MEDIUM)

Panther Field is mid-sized stadium with a burning crimson-colored roof. A hot breeze blowing from the canyon sends frequent souvenirs to the fans in the left field stands.

- Seating capacity: 52,120
- Right: 335 ft.
- Center: 410 ft.
- Left: 338 ft.
- Power alley (right): 374 ft.
- Power alley (left): 376 ft.



- Surface: Grass

TITAN STADIUM (HUGE)

Titan Stadium is the largest stadium in the majors. Its mild breezes can blow in any direction in this urban park.

- Seating capacity: 75,100
- Right: 370 ft.
- Center: 440 ft.
- Left: 365 ft.
- Power alley (right): 410 ft.
- Power alley (left): 410 ft.
- Surface: Artificial turf



THE BALLPARK AT AMARILLO (HUGE)

The Ballpark at Amarillo is a classic, huge natural turf stadium. The mild breezes don't have too much effect on most hits. Pitchers often have some of their best games here.

- Seating capacity: 67,582
- Right: 369 ft.
- Center: 425 ft.
- Left: 370 ft.
- Power alley (right): 402 ft.
- Power alley (left): 402 ft.
- Surface: Grass

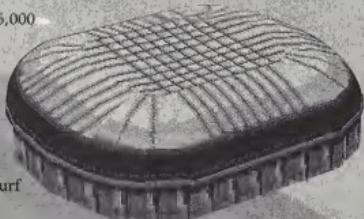


BOTTOM OF THE 9TH

COMETODOME (DOME)

The classic domed stadium. Thought by many to have the best artificial turf in baseball. However, atmospheric pressure is higher than outside because the roof is held up by air. Some players claim that this affects their game. Setting the wind ON or OFF won't make any difference here.

- Seating capacity: 56,000
- Right: 340 ft.
- Center: 402 ft.
- Left: 338 ft.
- Power alley (right): 372 ft.
- Power alley (left): 372 ft.
- Surface: Artificial turf



MONSTERDOME (DOME)

The *Monsterdome* is the crown jewel of the technologically advanced stadiums. It features all of the modern conveniences any fan could ask for. Unlike the *Cometodome*, this roof is held by iron frames, therefore the air pressure isn't altered. Setting the wind ON or OFF won't make any difference here.

- Seating capacity: 59,165
- Right: 355 ft.
- Center: 420 ft.
- Left: 354 ft.
- Power alley (right): 378 ft.
- Power alley (left): 377 ft.
- Surface: Artificial turf



BOTTOM OF THE 9TH

NOTES

NOTES

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on this software and all the fine Konami products.

Konami Game Hint & Tip Line

1-900-896-HINT (4468)

- 85¢ per minute charge
- \$1.15 per minute support from a game counselor
- Touch tone phone required
- Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 8:30 A.M. to 5:00 P.M. CST only. Prices and availability are subject to change. U.S. accessibility only.

ONLINE SUPPORT

Konami is available online from:

CompuServe: Click FIND then type **konami**. We are in the videogame publisher's forum. In addition to reading and sending messages, you can receive press releases, hints, codes and other files.

If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #374 for your FREE introductory membership and \$15 usage fee credit.

Reach us on the World Wide Web at: www.konami.com

E-mail us at 76004.3530@compuserve.com

Patent numbers:

U.S. Nos. 4,442,486/4,454,594/4,462,076/5,371,792; Europe Nos. 80244; Canada Nos. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; U.K. No. 1,535,999